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Panel: How Will Motion Capture Affect Animation?

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Motion Capture --

The quick and dirty answer to
animation?

Well, it may be “dirty”, but
it’s not quick!




It’s Hard to Get

- Marker position problem
- Joint center estimation
- Rigid segments
- Body suits, clothing, slippage



It’s Hard To Use

- The pipeline can be complex
- Who did we capture?
- To whom (or what!) can it be applied?



The Great Leveler

- All the movement information is equal
- All the movement information is inter-dependent
- It provides both too little and too much information



A Skilled Animator Can

- Make decisions
- Exaggerate
- Emphasize key features the viewer must see
- Ignore those that are unnecessary or distracting



Movement is More Than Motion

- Complex, subtle factors
- Entertainment : the visual effect
- Biomechanics : precise measurement
- Personal identification : uniqueness



Adapting Motion Capture Data

- Editing motion capture data has been a major research effort since 1995
- Adapting the motion to a taller, shorter, ... character
- Adapting the character instead



Motion Capture is a Learning Tool

- Growing number of universities developing MoCap labs
- Teaches one to become an observer
- Shows subtleties of movement that elude most observers
- Provides insight into uniqueness of person



Motion Capture for Archival Records

- View from any angle
- Study specific features
- Can capture the essence, but not the whole performance
- Experience from the motion capture of Marcel Marceau